

BY THE EDITORS OF
CONSUMER GUIDE®

P
POCKET

45840-X
\$1.95

HOW TO WIN AT **DONKEY KONG™**

THE SUPER-SCORING STRATEGIES
AND PATTERNS FOR CHALLENGING
AMERICA'S HOT NEW #1 VIDEO GAME!



BY THE EDITORS OF CONSUMER GUIDE®

HOW TO WIN AT DONKEY KONG



POCKET BOOKS, a Simon & Schuster division of
GULF & WESTERN CORPORATION
1230 Avenue of the Americas, New York, N. Y. 10020

Copyright © 1982 by Publications International, Ltd.

All rights reserved.

This book may not be reproduced or quoted in whole or in part
by mimeograph or any other printed means or for presentation
on radio or television without written permission from:

Louis Weber, President
Publications International, Ltd.
3841 West Oakton Street
Skokie, Illinois 60076

Permission is never granted for commercial purposes.

ISBN 0-671-45840-X

Published by arrangement with Publications International, Ltd.

POCKET and colophon are trademarks of Simon & Schuster.

First Pocket Books printing June, 1982

10 9 8 7 6 5 4 3 2 1

Manufactured in the United States of America

Donkey Kong is a trademark of Nintendo of America, Inc.
CONSUMER GUIDE and PUBLICATIONS INTERNATIONAL LTD.
are neither affiliated with nor have any contractual
relationship with Nintendo of America, Inc. concerning
publication of this book nor has Nintendo of America, Inc.
authorized the publication of this book.



Contents

Introduction 3

Cast of Characters. 5

Donkey Kong Strategy 11

Ramp Pattern: Level One 12

Ziggurat Pattern: Level One 14

Ramp Pattern: Level Two 16

Elevator Pattern: Level Two. 18

Ziggurat Pattern: Level Two 20

Ramp Pattern: Level Three. 22

Conveyor Belt Pattern:
Level Three 24

Donkey Kong Finesse 26

Ramp Finesse 27

Ziggurat Finesse 28

Elevator Finesse 29

Conveyor Belt Finesse. 30

Donkey Kong Grandstanding 31





Introduction

It loses something in the translation. The name Donkey Kong translates loosely into Japanese as *Stupid Kong*, or *Dumb Kong*. However, Nintendo of America—the manufacturers of the game—are anything but stupid. As early as October 1981, Donkey Kong had already set a new weekly earnings record (\$288) according to *Play Meter*, the video arcade industry trade magazine. A half a year later, there's no sign of the big Monkey losing popularity.

The reasoning behind this growing popularity is clear. Most people will talk about the fantastic animation, with Donkey Kong beating his hairy chest, grabbing the damsel in distress, and dragging her to the top of a building. Others might talk about the sound effects, the growling ape, the honky-tonk music. These two elements—animation and sound—might force a few quarters out of your pocket and into the machine. But to keep pumping those quarters into Donkey Kong, there must be something else, a bigger payoff—and there is.

Four games in one. Donkey Kong actually gives you four different games for your quarter (providing you're good enough). If you can manage to master an entire screen of play, you are rewarded with a totally new game to play.

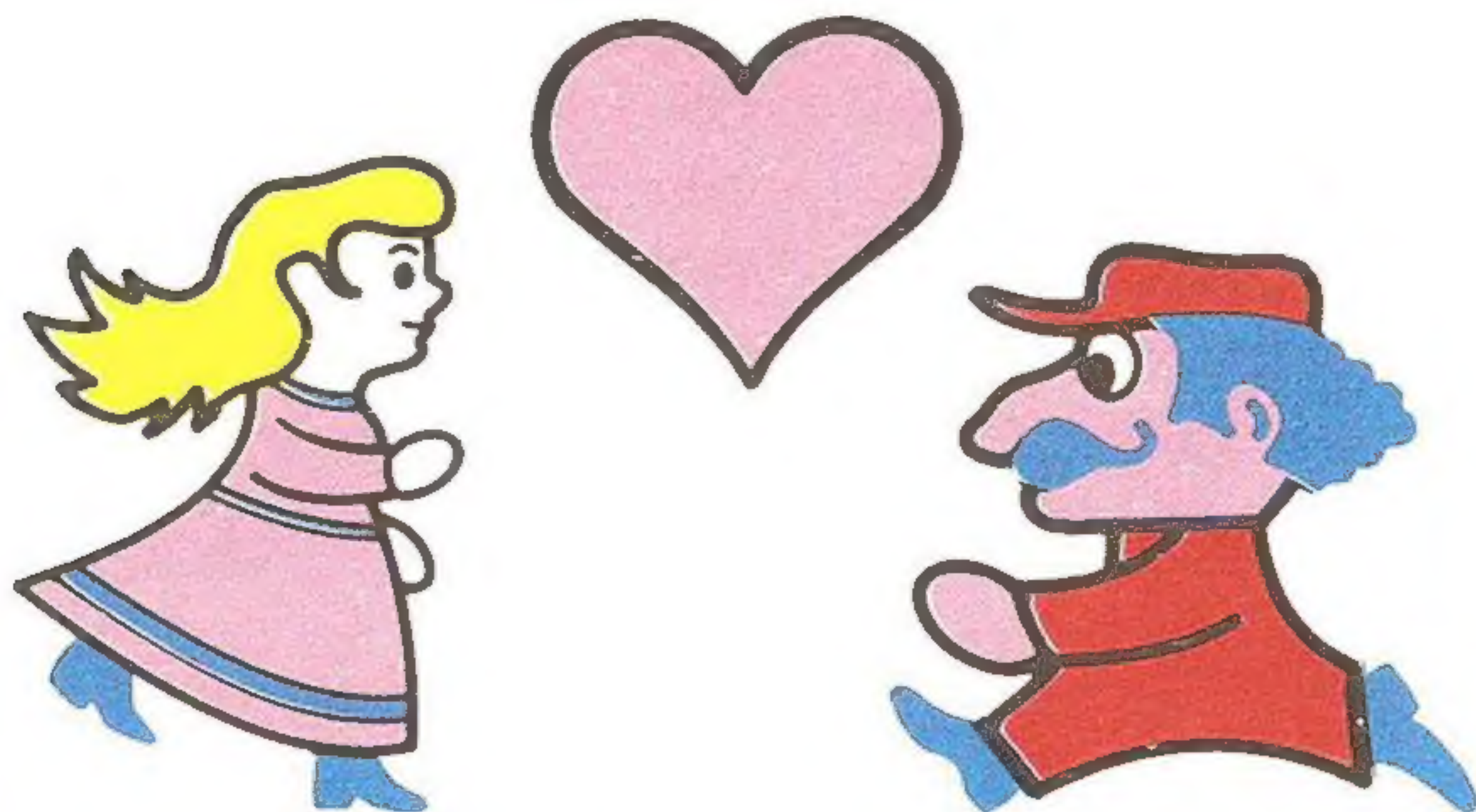
Achieving these rewards is no easy task. While most video games require either

coordination skills or strategy, a good Donkey Kong gamer must have both. You must become adept at running, climbing, jumping, and hammering, *and* you must carefully plan your path to the top.

It wasn't easy. We spent a lot of quarters in a lot of arcades. We talked to a lot of players and tried out all their tips. We made phone calls, and we visited places we never even knew existed—all to find the best way to win at this game.

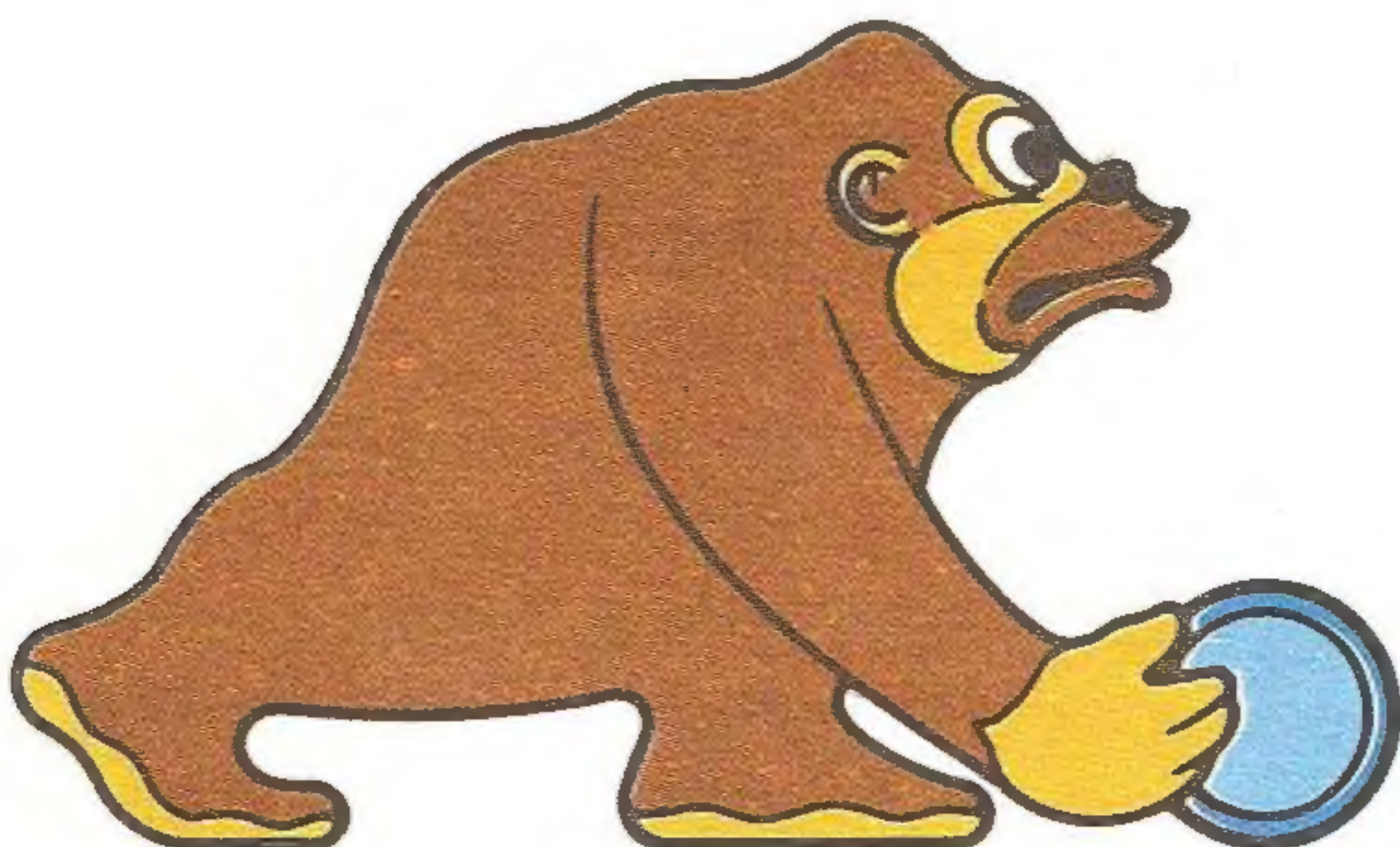
What did we conclude? It can be done! In this book we show you the patterns that drew crowds around our testers. After only a short time of practice, you too will draw big crowds. We even found ourselves committing video suicide just to get away from the machine. We couldn't lose!

We're passing it all over to you. You now hold the product of a great deal of time spent by a great many people acquiring a great deal of solid video information. This is your chance to topple the Monkey—good luck!

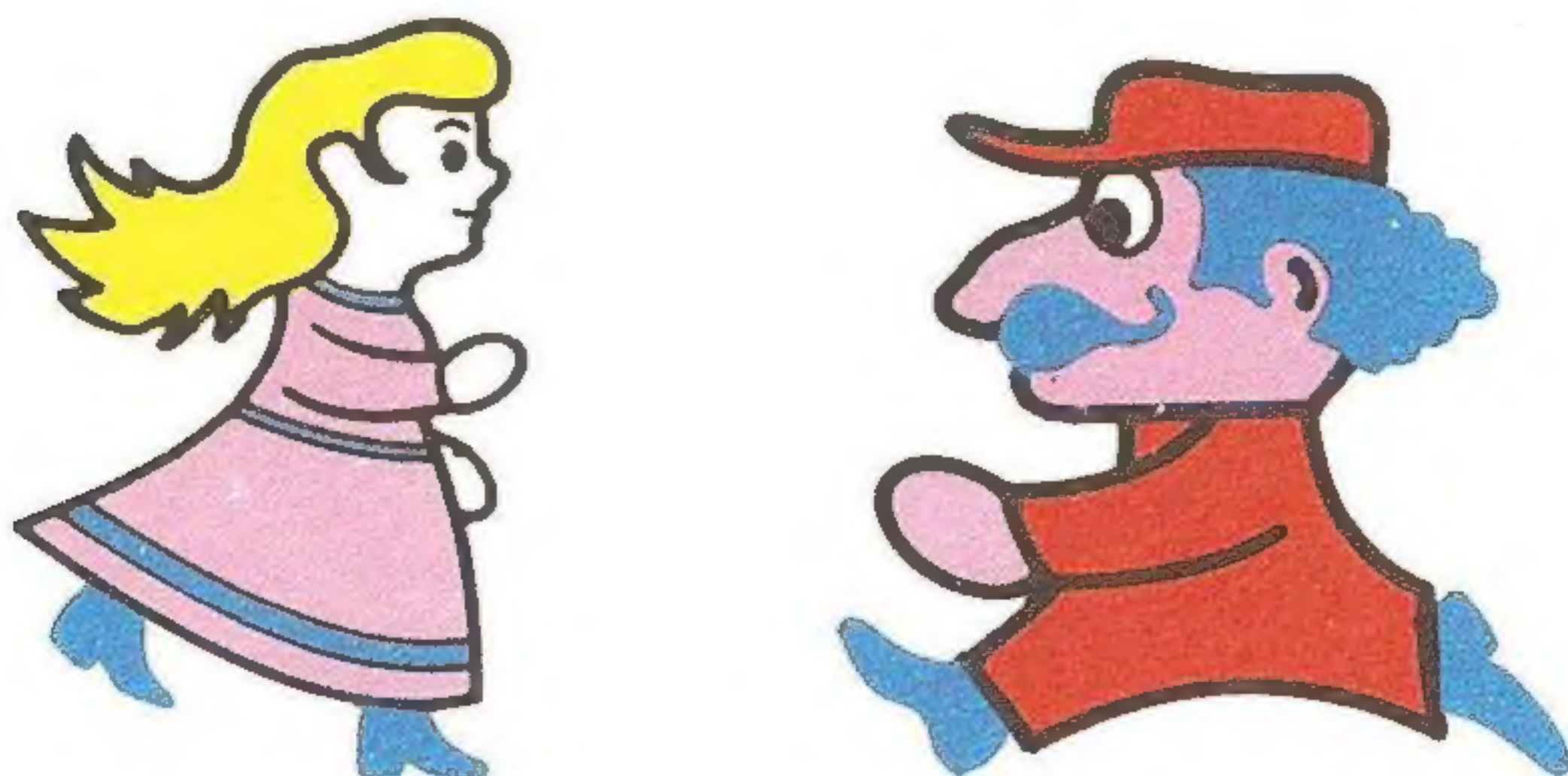


Cast of Characters

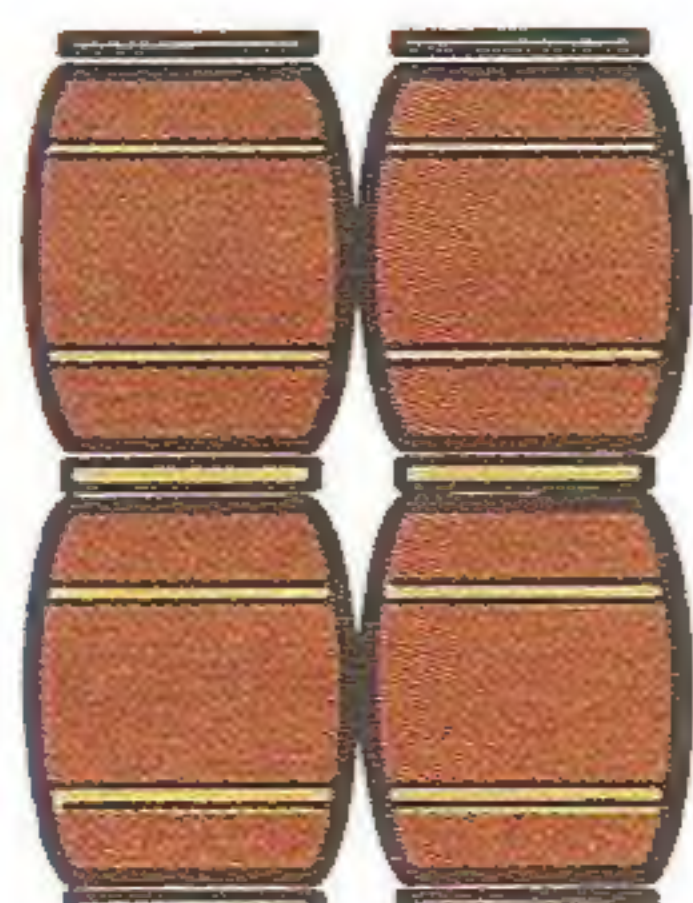
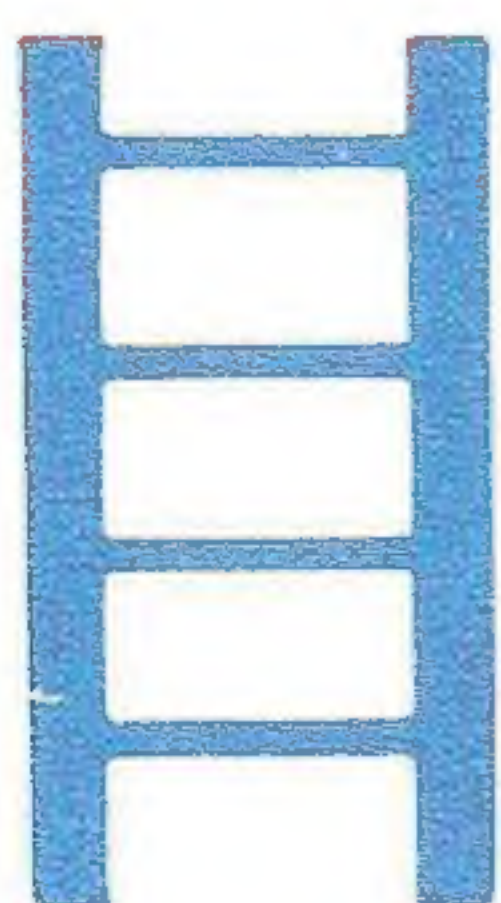
Donkey Kong (*King Kong, Monkey Man, Chimp Face, Bonzo*). The king of the video simians makes his grand entrance seconds after you insert your quarter. Stuffing the helpless Damsel under his arm, he climbs his way up a ladder to the top of the iron-girder framework, and sets his captive at the top. Roaring loudly and beating his chest, he stomps back and forth, collapsing the girders into diagonal ramps. From this moment forth, he is a constant, jeering adversary. During the Ramp screens, he continually rolls Barrels and Beams down the Ramps at Mario, the brave carpenter. He'll even occasionally throw a renegade Barrel or Beam that bounces down the girders at our hero. On other screens he stands guard near the screaming Damsel, all the while growling and thumping his chest in rage.



Helpless Damsel (*Fay Wray, Ms. Mario, Monkey Woman*). Alas, our heroine's video life is but an animated nightmare, speckled with fleeting moments of happiness. Each time she appears to have been rescued by Mario, Kong snatches her away and carries her to yet a higher level of the game's structure. During the Ziggurat screen, her location is a clue as to which side the Foxfires will enter from.



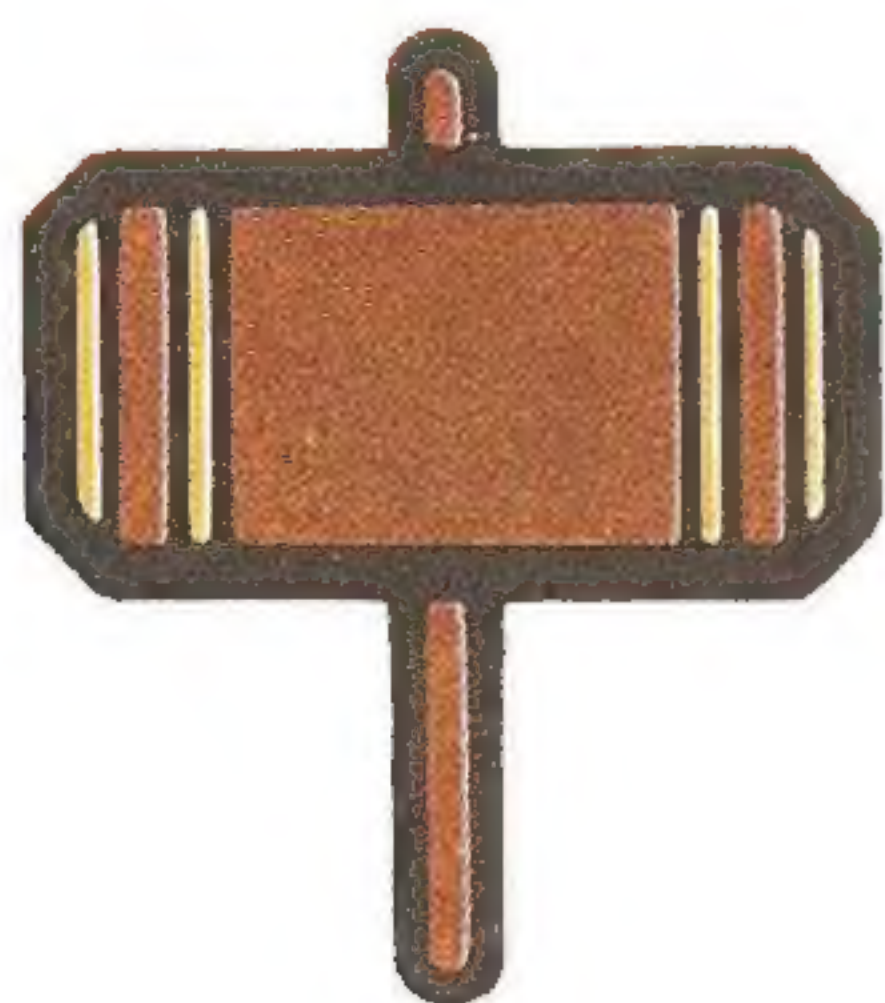
Mario (*Brave Carpenter, Jumpman*). This is our hero, the only possible competitor to the animated ape. Mario makes his way up the various levels of the building's framework by running up ramps, leaping over obstacles, climbing ladders, jumping on moving elevators, and riding Conveyor Belts—anything for the main squeeze. His direction (up, down, left, or right) is controlled by the Joystick. His ability to jump is controlled, of course, by the Jump Button. He can even perform running broad jumps with the help of both controls. About the only thing Mario can't do is fly. Even a short fall off the end of a girder will put him out of commission.



Ladders. Three kinds of Ladders appear in the game Donkey Kong: full Ladders, broken Ladders, and extension Ladders. Full Ladders of varying heights connect the girders on all screens. Mario must be directly under these before going up them, and all the way to the top before attempting to move left or right. Broken Ladders appear on the Ramp screen only. Mario can't climb all the way up them, but Barrels and Beams can fall down them.

Barrels (*Nail Kegs, Bombs, Monkey Barrels*). Throwing Barrels is Kong's way of telling Mario he's in the wrong neighborhood. Kong rolls or throws Barrels at Mario on the Ramp screen only. Barrels can roll down Ramps or Ladders, or can bounce wildly if thrown downward by Kong. Contact with a Barrel spells TKO for Mario. He must either jump over them for 100 points or smash them for 300 points.

Beams (*Water Bombs, Rain Barrels, Water Barrels*). Beams act generally like Barrels, although they're blue. The difference between Beams and Barrels is point value. Beams are worth 300 to 800 points when smashed.

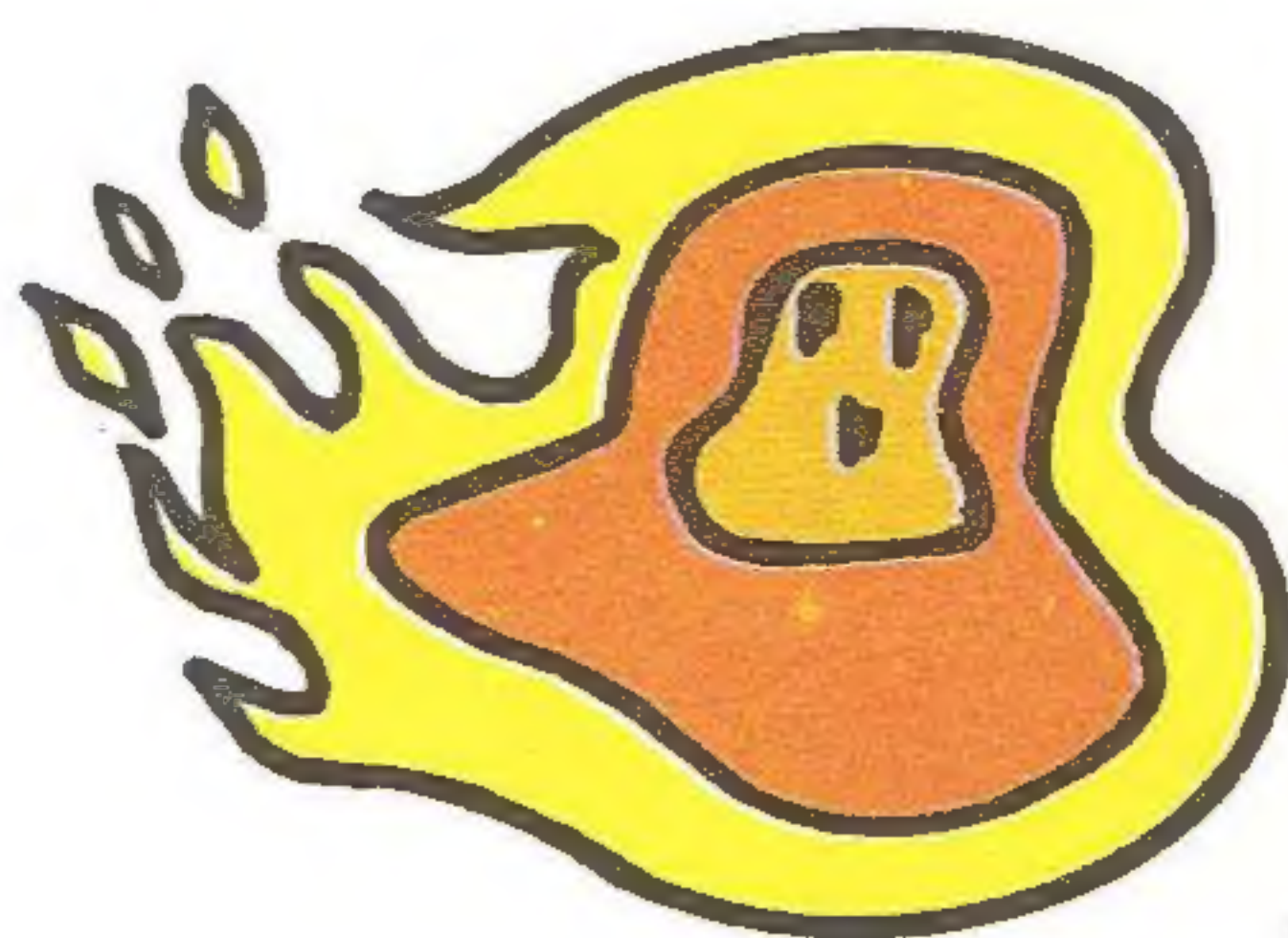


Hammer (*Sledge Hammer, Mallet, Thumper*). With this simple construction tool Mario can smash Barrels, Beams, Cement Tubs, Fireballs, and Foxfires. He must jump to grab it, and can use it for about 11 seconds (roughly 22 swings) while standing or running. Caution must be used during a running smash attack on Barrels. Barrels can sneak under Mario's Hammer when it's at the top of the swing. Timing is important.

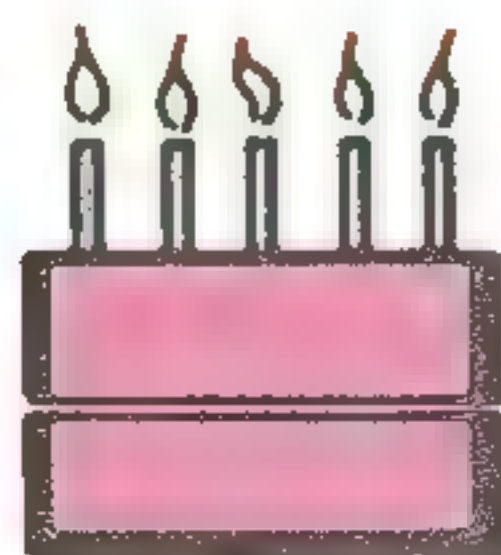
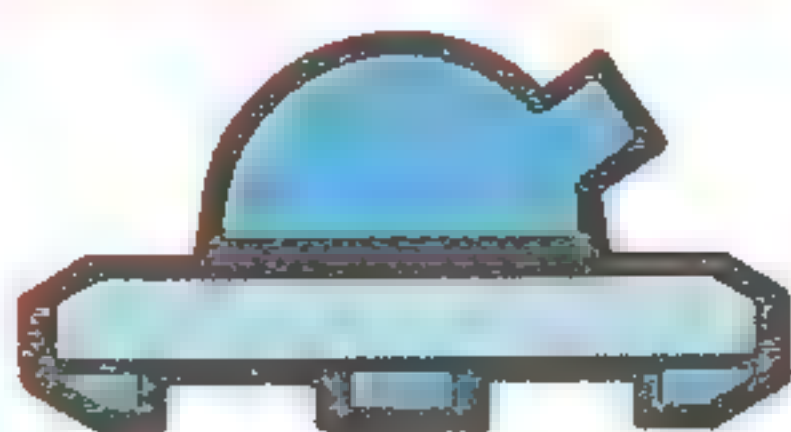
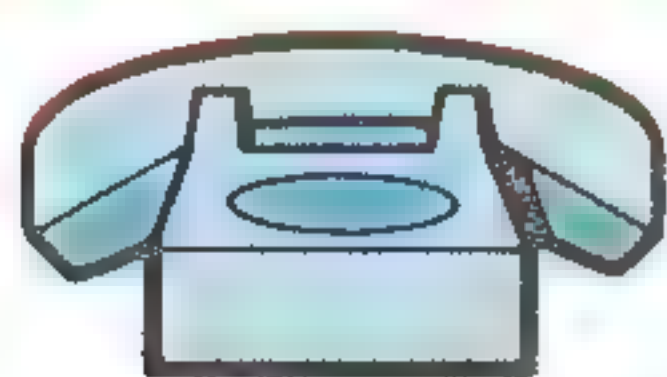
Invisible Wall (*Force Field, Rubber Wall*). Each screen has an invisible wall on both sides of it. To get the Hammer on the third level of the Ziggurat screen, Mario must jump, grab the Hammer, bounce off the Invisible Wall and land safely back on the girder. This giant rubber band takes practice to master.

Fireball (*Butane Ball, Burning Barrel*). Two of these burning enemies appear on the Ramp screens and up to five appear on the Conveyor Belt screens. Mario can jump them or smash them with the Hammer, but he can't survive a direct collision.

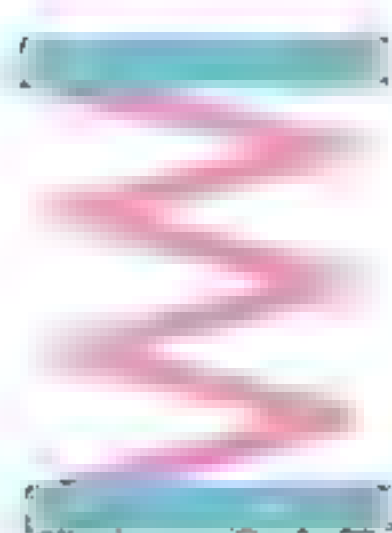
Plugs (*Rivets, Girder Supports, Corks*). Mario eliminates these Plugs by simply running or jumping over them. When eliminated, they leave Gaps in the girders. Mario must then jump over the Gaps to cross them, or take a fall. These Gaps can, however, keep Mario safe from this screen's main source of trouble, the Foxfires. When all eight of the Plugs have been removed, Kong falls head-first to the bottom of the screen, and you move on to the next screen.



Foxfires (*Flaming Chickens, Will-o'-the-Wisps*). Foxfires differ from Fireballs in both their appearance and personality. Foxfires actually have tiny faces and what looks like hair and tails. They also seem to closely track Mario and attempt to gang up on him. Five of them appear on the Ziggurat screen. They always enter from the side opposite of Mario. Two of them appear with the arrival of the Elevator Pattern. They can climb up and down full Ladders, but can't cross unplugged gaps. They can also be smashed with Mario's Hammer.




Prizes (100-800 points). There are four prizes that appear at various points in the game. They are: Telephone, Umbrella, Lunch Pail, and Birthday Cake. Their point value is not always worth the time and risk involved in their capture.



Springese (Shock Absorbers, Boing-Boings). They bounce like mad, but only on the Elevator screen. Contact with them makes history out of Mario. They follow three paths, each very close to the other. Their specific path is determined by how far in they land when first entering the screen.

Cement Tubs (Pies, Bread Pans, Coal Pans). These little concrete containers appear only on the Conveyor Belt screen. They travel with the Conveyor Belts and can eliminate Mario on contact. Mario has three choices in dealing with Cement Tubs: He can jump over them, smash them with the Hammer for 300 to 800 points, or try to keep out of their way.



Donkey Kong Strategy

Donkey Kong is a tough game to learn. These strategies are designed to get you as quickly as possible from the first Ramp screen to the first Conveyor Belt screen. That's seven total screens! And—as you probably already realize—getting through those first seven screens is a major video accomplishment.

You'll be surprised at how quickly these seven screens can be mastered. If you follow our patterns carefully, you'll be at the Conveyor Belts sooner than you can say Fay Wray. But remember: Although these patterns are amazingly simple and accurate, there's always the chance that Kong will toss a Wild Barrel or an unpredictable Foxfire will demonstrate its unpredictability. That's part of the game. And learning how to deal with that randomness is the distinguished mark of a pro.

The most basic Donkey Kong skills must be learned before these strategies can be employed. You must be able to consistently and accurately climb Ladders, jump Barrels, jump on and off elevators, broad-jump gaps, and grab the Hammer. If you haven't already learned the basic movements, practice like mad. Then test out our patterns.

One final note. Prepare to move Mario before he appears on the screen. That means pre-positioning the joystick. Pre-position it to the left on the Ziggurat pattern; pre-position it to the right on all other patterns.



Ramp Pattern: Level One

Your first Donkey Kong confrontation is the Ramp Pattern. It is the most important pattern to master. Two fundamental skills are involved: Barrel-Jumping and Hammering. And, as always, you must be skilled at climbing ladders. The Level-One Ramp Pattern is the easiest Ramp Pattern to complete. Follow these steps:

Point A. Run without hesitation to this point and immediately jump the oncoming barrel. If you have hesitated—or if the barrel took a short-cut down the right-hand ladder—wait to the right of this ladder for the barrel to pass. Then resume the pattern.

Point B. Wait between these ladders, jumping barrels as necessary. When you spot your chance, run up the ladder on the far left. If traffic becomes congested, you may have to zip up the ladder on the right. Your prime aim is making it safely to the hammer at Point C.

Point C. Jump and grab the Hammer, killing Barrels as you make your way to Point D. Always make sure to stop before destroying a barrel. Otherwise, the Barrel may slip under your hammer—killing Jumpman dead. Exercise caution when approaching ladders—a Barrel may turn down on you.

Point D. Wait at this spot until your Hammer runs out. When the music stops, and the



Hammer disappears, run to Point E—if you can do it safely. Otherwise, stay at Point D, jumping Barrels as necessary. When you see your chance, scoot up the Ladder and run to Point E, broad-jumping Barrels as necessary.

Point E. Prepare for a new screen.



Ziggurat Pattern: Level One

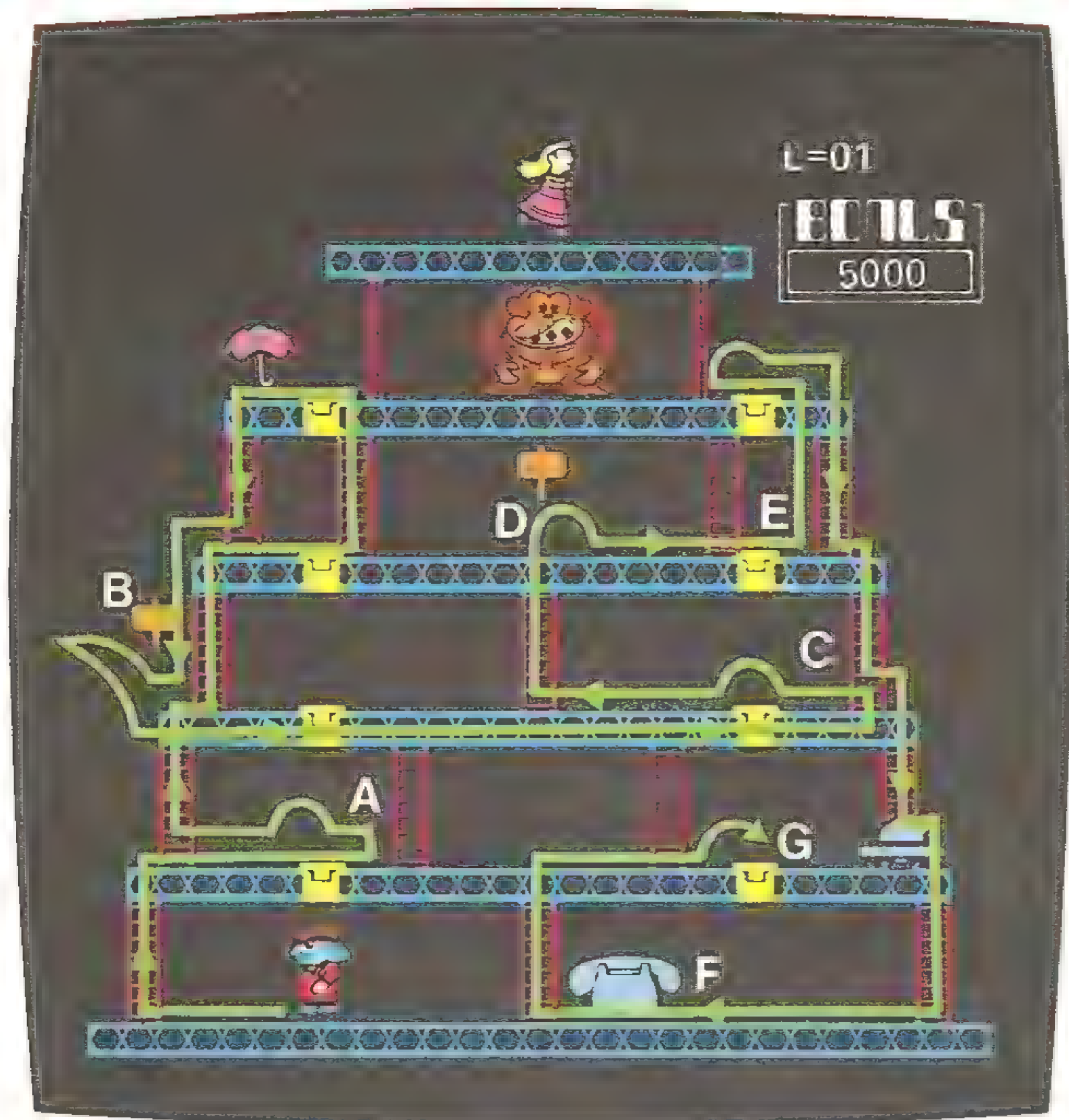
The Ziggurat Pattern is one of the easiest patterns to master—especially with our secrets. The object here is to clear all the Plugs (or are they Rivets?). Once all the Plugs or Rivets are unplugged (or, dare we say, deriveted) the structure collapses, and Kong crashes head-first to the bottom of the screen. Your only enemies are the unpredictable Foxfires, greed, and carelessness. The Foxfires always enter opposite the side that Jumpman is on.

Point A. Run to this point without hesitation. Then quickly retreat, jumping the gap, to resume the pattern.

Part B. Grab this seemingly ungrabbable Hammer after returning from the top of the Ziggurat. Here's how to do it. Stand on the edge of the platform. Press the Jump Button and—at the same time—move the Joystick to the left. You won't fall. Instead, you'll bounce off the Invisible Wall, grab the Hammer, and return safely to the platform. Once you're back on the platform, make your way over to Point C, killing Foxfires as you move.

Point C. Wait here until your Hammer runs out. Then retreat, jumping the gap, and climbing the middle Ladder to Point D.

Point D. Grab this Hammer and move to the right, killing Foxfires as you go. If all Foxfires are



trapped on the left-hand side, there's no need, of course, to grab this Hammer.

Point E. Wait here until your Hammer runs out. Most of the Foxfires should now be trapped on the left-hand side of the screen. If all Foxfires are trapped, you can resume your pattern in cocky confidence.

Point F. If you have enough time, come down here and grab the prize. If any threatening Foxfires remain, forget the prize and head directly for Point G.

Point G. Cross or jump this plug. Prepare for the next screen.



Ramp Pattern: Level Two

The Level-Two Ramp Pattern is played similarly to the first. The big difference concerns the way you start the game. Barrels and Beams are much more aggressive than in the Level-One Ramp Pattern. Your object is still the same: Get to the top as fast as possible.

Point A. Sprint to this point. Jump the Barrel that comes down the Ladder. Hesitate. Monitor the next overhead Barrel before climbing the Ladder. Once the path is clear, continue the pattern.

Pattern B. Wait between the Ladders until you have a chance to reach Point C. Jump Barrels.

Point C. Jump and grab the Hammer. Make your way to Point D, killing Barrels and Beams on your way. Remember: Always stop before destroying Barrels or Beams and beware of Barrels falling down Ladders.

Point D. Wait here until your Hammer runs out, as before. Then, when you see an opening above, run to Point E.

Point E. Prepare for a new screen.



Elevator Pattern: Level Two

The amazing Elevator Pattern is a video wonder to behold. It is also the most difficult pattern to master. You must learn new ways of jumping and maneuvering Mario. Once the basic skills are learned, you should be able to follow this pattern swiftly to the top.

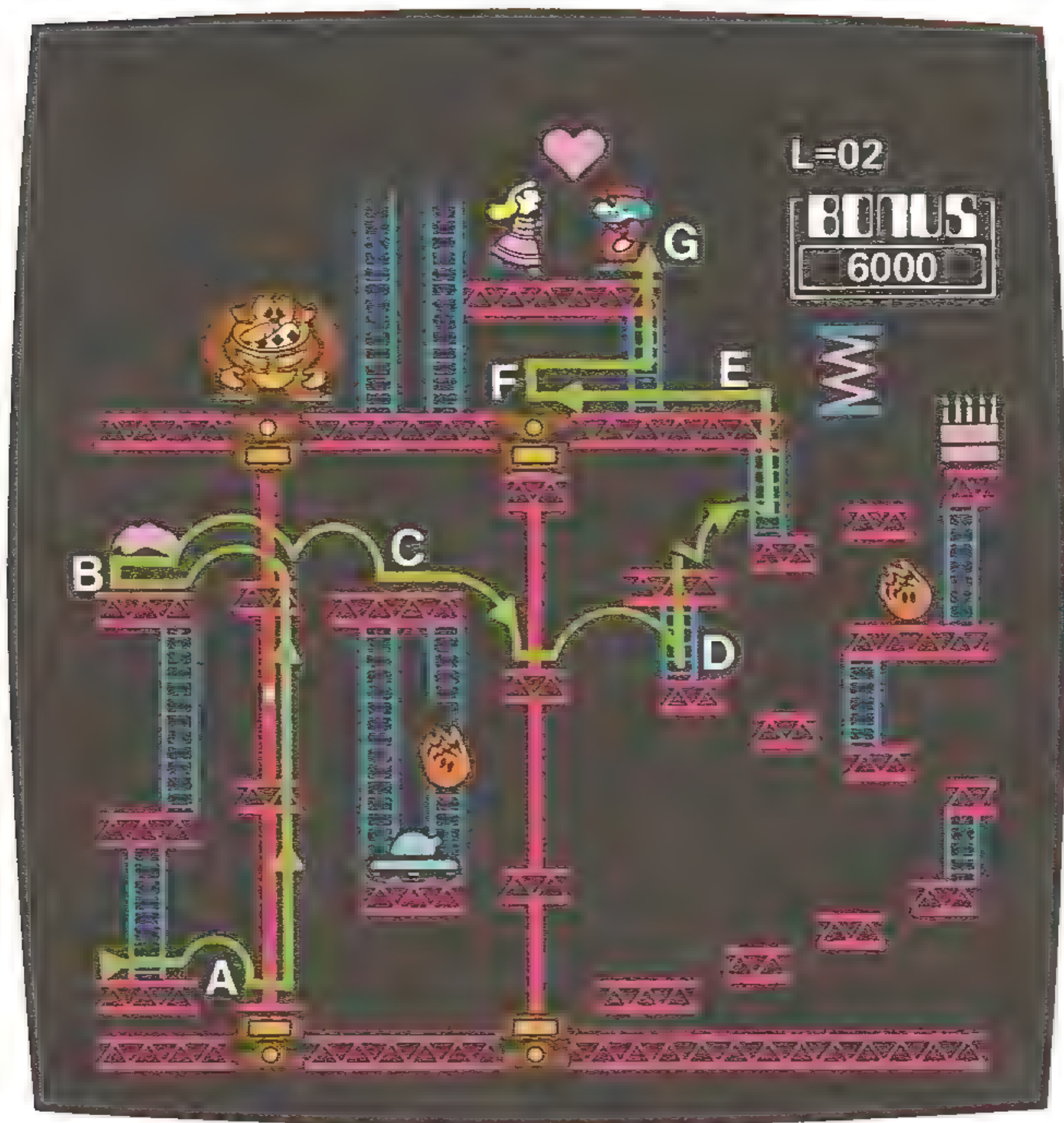
Point A. You've got to move fast for this pattern to work. Don't even think: Move your Joystick to the right before Jumpman appears. Once he appears, take two steps and jump on the "up" Elevator. It'll be there. Don't worry.

Points B & C. Jump over to the platform at Point B, grab the Prize, and then—quickly—jump from Point B to the "up" Elevator to Point C. Make it two quick jumps. **Caution:** If the Foxfire is at Point C, wait at Point B until it starts moving down one of the Ladders. Then resume the pattern.

Points C & D. As quickly as you worked above, jump from Point C to the "down" Elevator, to Point D. Yes! You can jump from the edge of the "down" Elevator to Point D. Be brave! Give it your best shot. Then scoot up to Point E.

Point E. Stand up straight at this point. No Springese can get you. Watch the Springese bounce pattern. When you see your chance, move it to Point F.

Point F. Stand straight here for a Springese to



pass over you. When a Springese is directly over your head, sprint to Point G.

Point G. Prepare for a new screen.



Ziggurat Pattern: Level Two

There is no real difference between the Level-One Ziggurat Pattern and the Level-Two Ziggurat Pattern. Point values are up. And the Foxfires are more aggressive. In review:

Point A. Speed to this point and then jump back over the gap. If a Foxfire sits waiting for you, you may have to hesitate for a few seconds. Wait for it to get safely out of the way (or confuse it with the tips on page 28). Then resume the pattern.

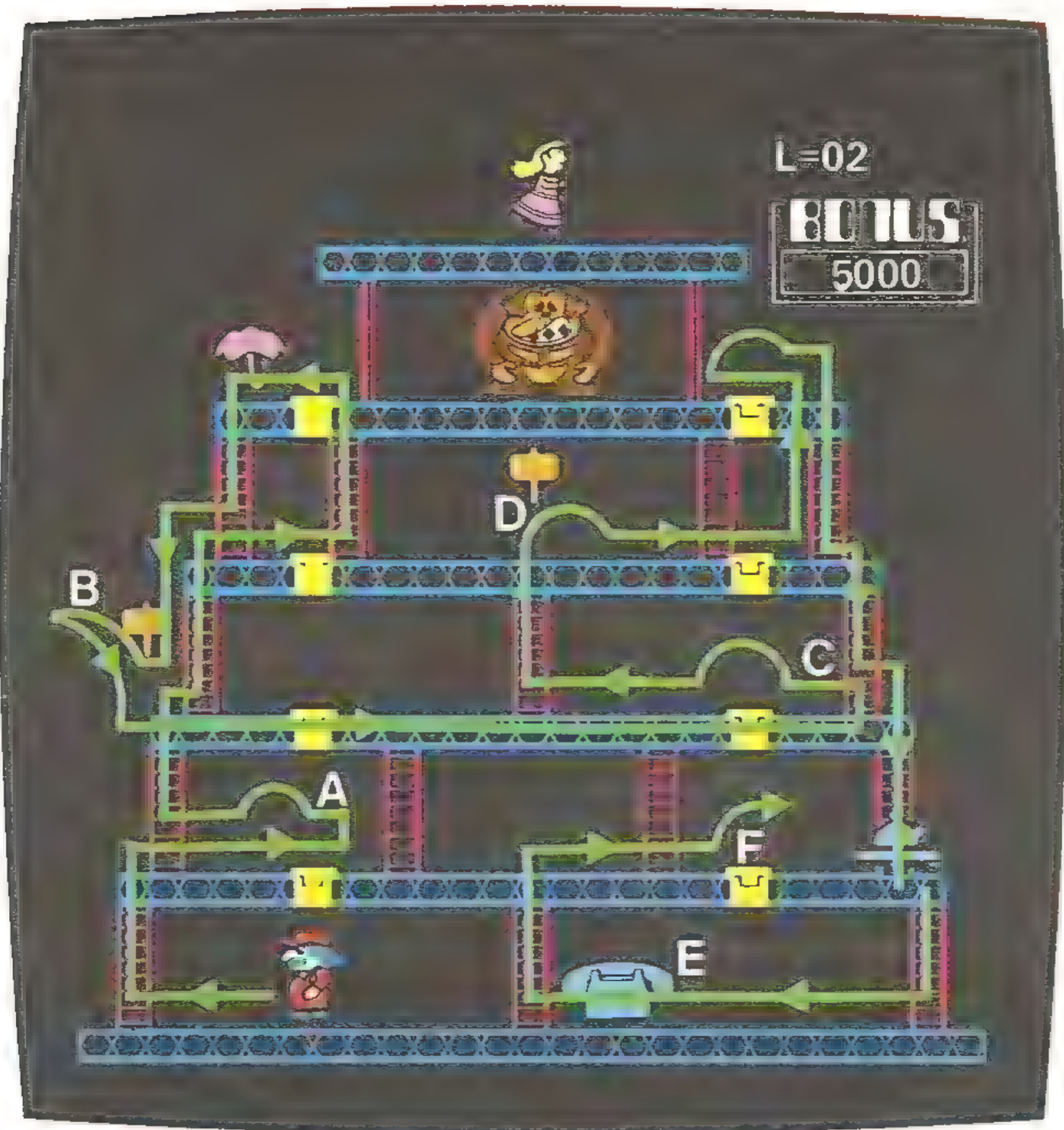
Point B. Again, bounce off the Invisible Wall to grab the Hammer. Then make your way to Point C.

Point C. Wait here until your Hammer dies. Then make your way to Point D.

Point D. Grab the Hammer and move to your right. Get mad and kill Foxfires. Let the Hammer run out and resume the pattern.

Point E. It may be more dangerous on this level to grab this Prize. If you're safe, do it. If you're in any danger, forget it. Don't get greedy. Go directly to Point F.

Point F. Jump or cross this Plug. Prepare for a new screen.





Ramp Pattern: Level Three

The Level-Three Ramp Pattern is the toughest Ramp Pattern of all. All future Ramp Patterns are equally tough. Again, get to the top as quickly as possible.

Point A. You don't have to jump immediately, but jump sometime before you get to Point B.

Point B. Jump the Barrel. Climb the Ladder.

Point C. Run to this point, jumping Barrels as necessary. Wait here for Barrels to pass overhead. When it's safe, run up the Ladder and head for Point D. You'll be doing a lot of Barrel-jumping on your way.

Point D. Instead of waiting between the Ladders, wait on the far left of this Ladder. Wait for an opportunity to climb up the Ladder. Jump Barrels as necessary.

Point E. Grab the Hammer, as on Levels One and Two. Make your way to Point F, pounding Barrels and Beams as you go.

Point F. Wait here until your Hammer runs out, as before. Then, when you see an opening above, run to Point G.

Point G. Prepare for a new screen.



Conveyor Belt

Pattern: Level Three

The Conveyor Belt pattern is a breeze. Believe us. With a little practice, you'll find this screen smooth sailing. Your primary enemies are Fireballs. They always enter on the side Jump Man is on. We'll show you how to use this to your advantage. The object is to get to Kong's Conveyor Belt, i.e. the top level—not the Damsel's platform.

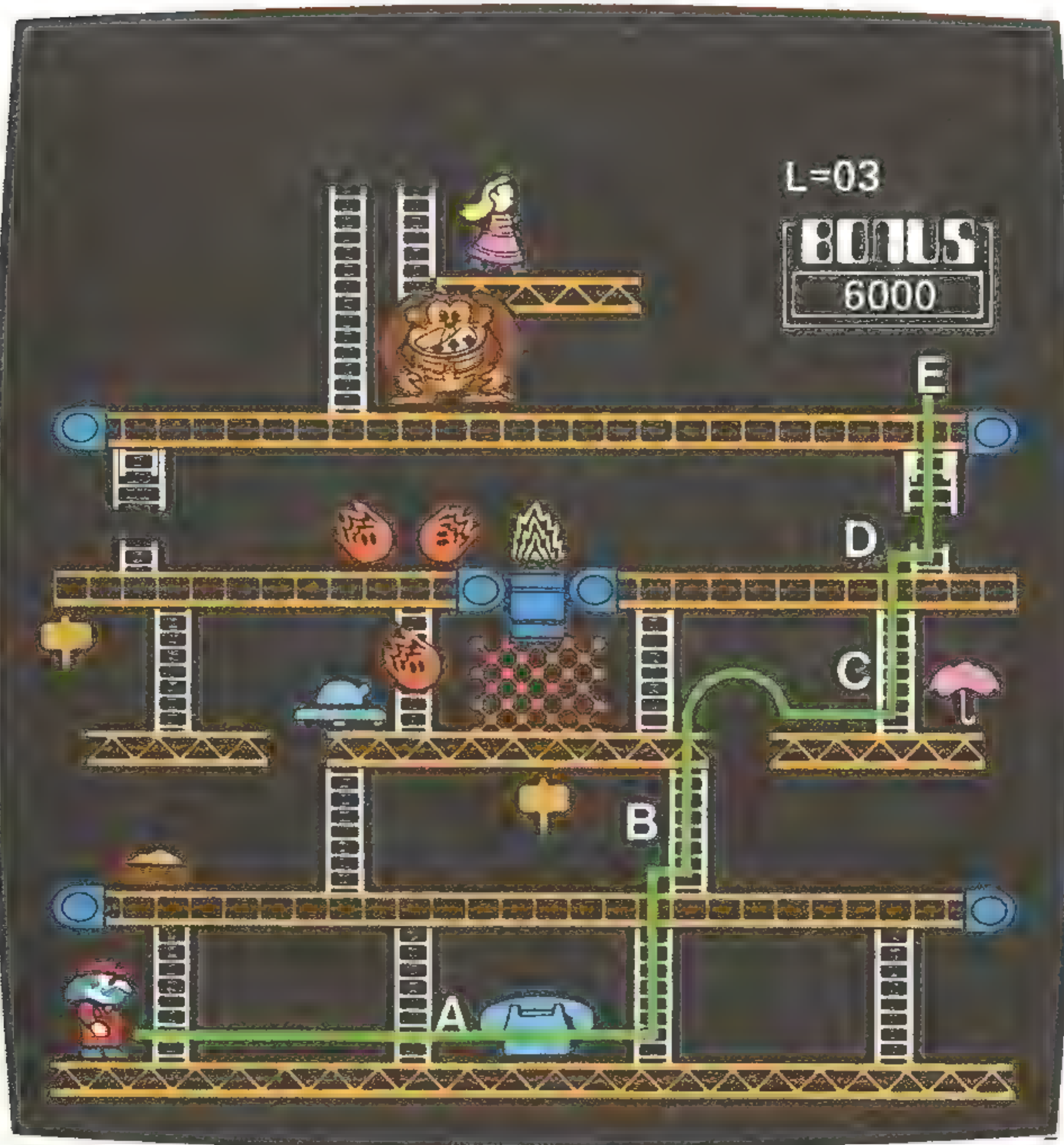
Point A. Wait here to the left of the Prize for all three Fireballs to come out on the left-hand side. Once you've counted three, grab the Prize and continue the pattern up the Ladder.

Point B. If a Fireball is above you (once every 6 or 7 times you play) don't climb the Ladder. Grab the Hammer instead. Kill any Fireballs. Then resume the pattern.

Point C. After jumping the Gap, wait here. After a Cement Tub goes over at Point D, climb the Ladder.

Point D. You'll be running against the grain here. Wait for a Concrete Tub and jump it. Your jump should place you at the bottom of the Ladder. Climb the Ladder to Point E.

Point E. Congratulate yourself on doing what few people can do. Look smug. You deserve it. Prepare for a new screen.

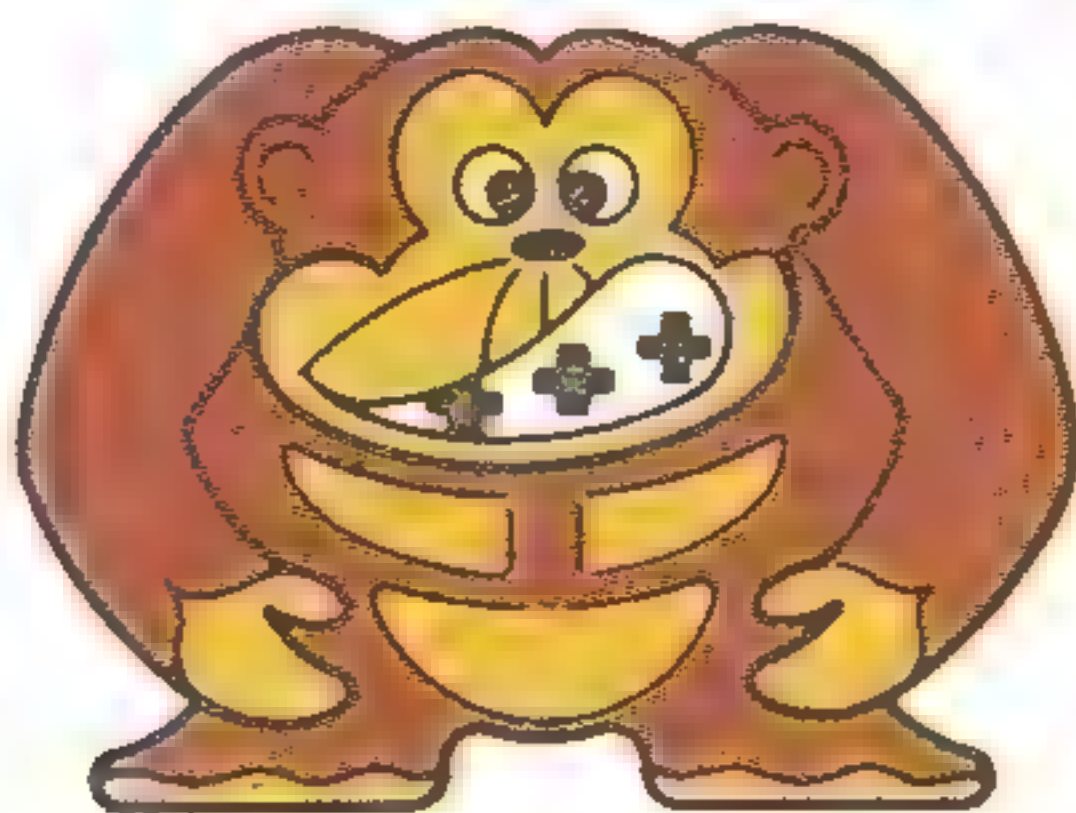


Donkey Kong Finesse

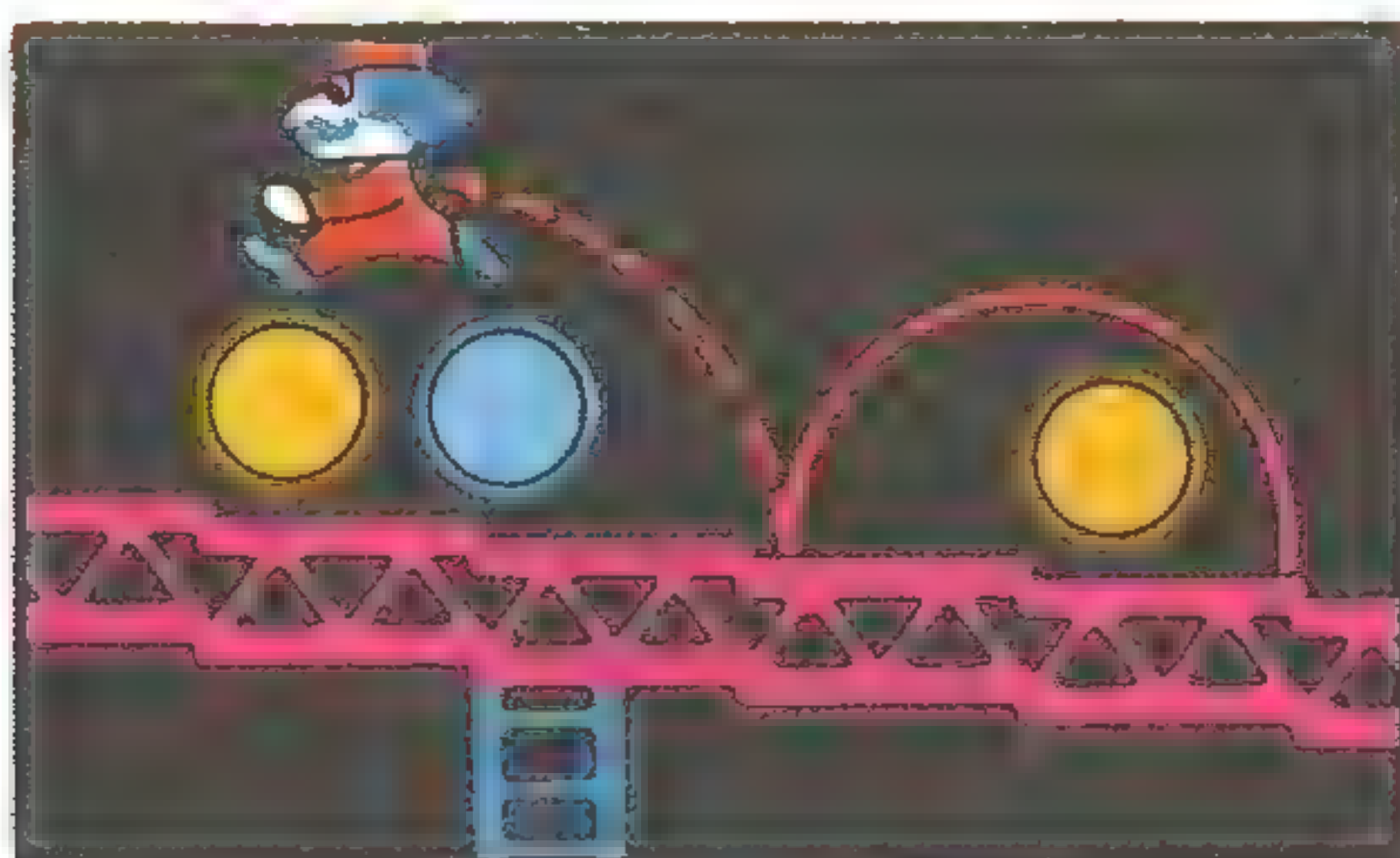
Donkey-Kong-the-game is as unpredictable as King-Kong-the-gorilla. There are no guarantees. Without warning, you may be innocently accosted by random Barrels or surprisingly aggressive Foxfires. Learning how to deal with the situation is more than important—it's the only way to consistently rack up high scores.

Remember: Donkey Kong is not a stamina game like Asteroids or Pac-Man. You'll eventually be overcome by some random element. But that's part of the game: a big part of it. You can't mindlessly follow patterns to the top. And we'd be disappointed if you could. You must be able to fall back on some specific death-defying techniques when necessary.

You're going to get into some trouble, no doubt. We'll tell you, in this section, how to get yourself out of trouble. The mark of the master is—like Indiana Jones—finding a way out. The possibilities for randomness are greatest on the Ramp Pattern. And considering the amount of times this pattern appears, you'd better be ready for it. The most important move to master is the jumping of several separated Barrels in a row.



Ramp Finesse



In order to successfully jump separated Barrels, you must know the mechanics of jumping Barrels and Beams instinctively. You'll be using two types of jumps: the straight standing jump and the standing broad jump. The trickiest part is jumping one and then two Barrels (or two and then one Barrel). To jump one and then two Barrels, as illustrated, jump the first one with a straight standing jump. But do it a split second before you regularly would. The idea is to get you as far away from the approaching two Barrels as possible. After doing your straight jump of the first Barrel, keep slapping the Jump Button while holding the joystick as far to the left as possible. This is the best way to ensure that you'll be able to jump the oncoming two Barrels as soon as possible. The Joystick maneuver ensures a proper standing broad jump. If, of course, the order was reversed (two Barrels and then one), you broad jump first and then straight jump.

Ziggurat Finesse

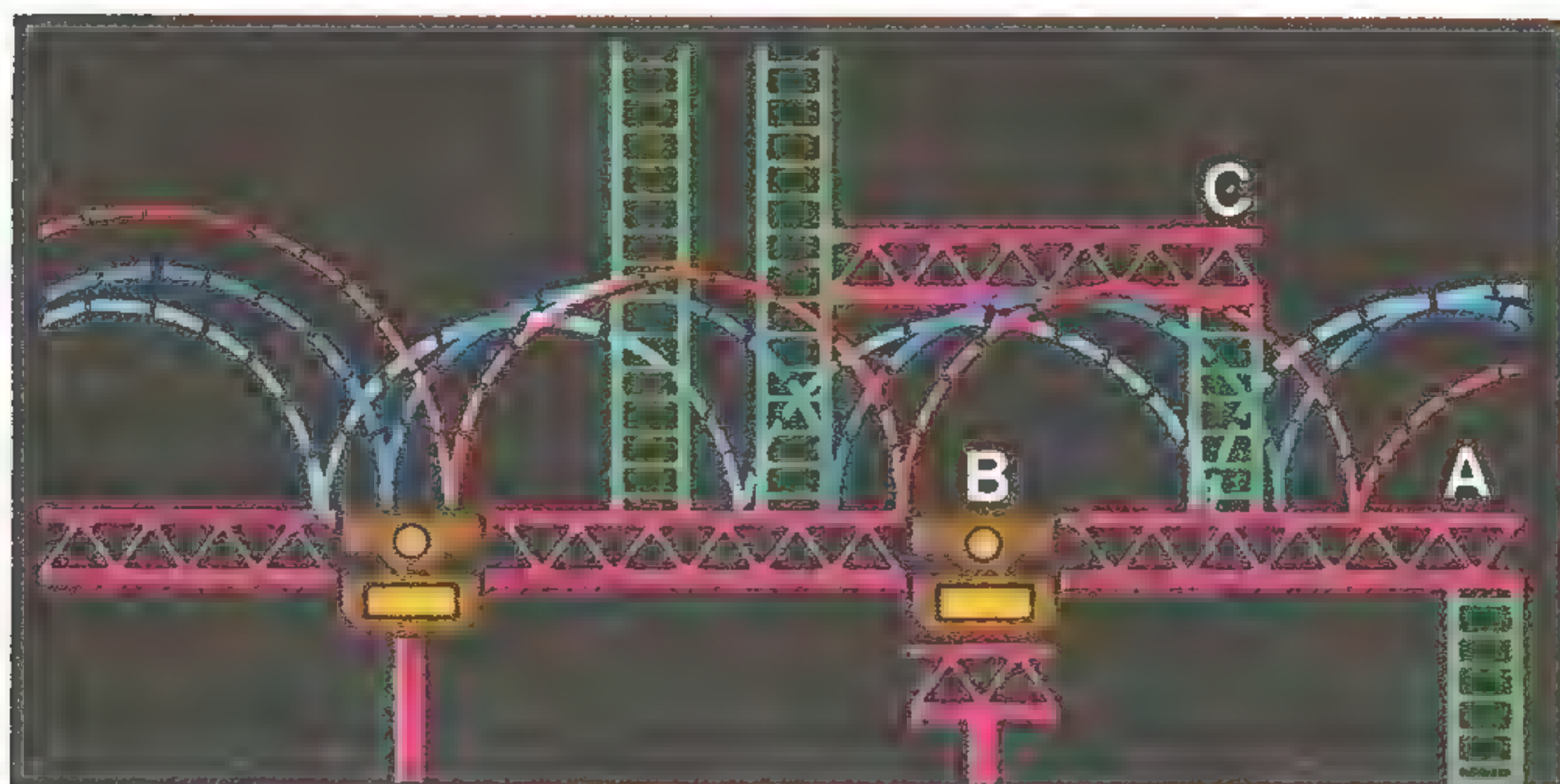
At times, random Foxfires interfere with the smoothness of your pattern. It is important that you learn how to deal with these persistent, though generally stupid, enemies. The real trick is to confuse them.

If a Foxfire is gumming up your pattern, it may be advantageous to jump it. Sometimes you have no choice but to jump it. Foxfires are hard to jump. To succeed, you must make the Foxfire think you're running from it. If it senses you approaching, it'll probably run from you—right when you're trying to jump.

Walk slowly away from the Foxfire. Act scared. It'll chase you. Wait until the Foxfire comes close to you (you'll just start to feel the heat) and then do a reverse standing broad jump. Do that by pushing the Jump Button and moving the Joystick as far to the left or right (wherever the Foxfire is) as possible. The stupid Foxfire won't have any time to react. It'll still be moving toward you. You will have jumped it, escaped it, and scored some points in the process.



Elevator Finesse



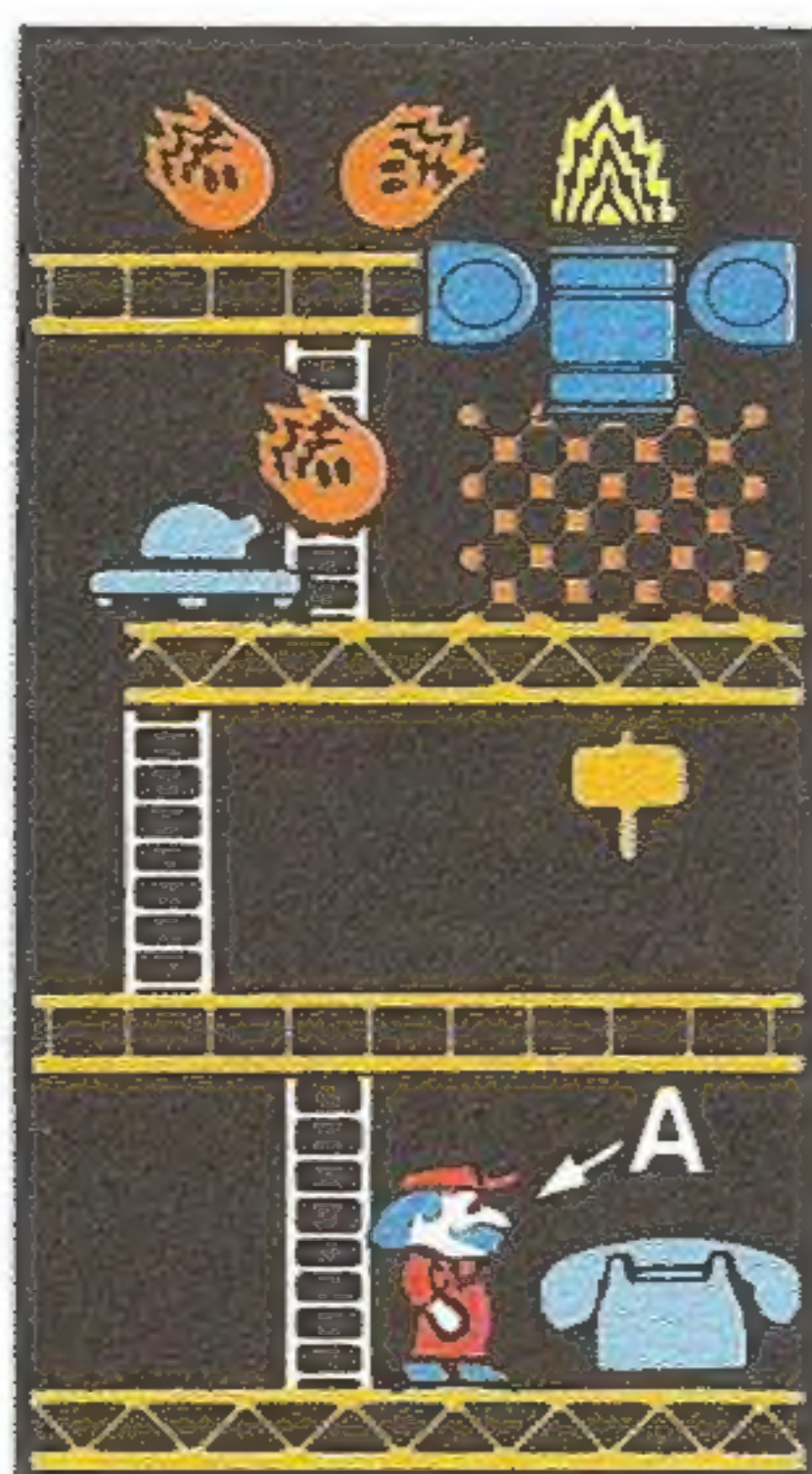
The Elevator Pattern we give has few snags. As long as you time your jumps properly, you'll make it safely to the top step. Reaching the platform is a different matter. Here you have to worry about the very dangerous Springese.

The following method is the best way to deal with top-level Springese, and it comes into play from Level Three on. What you have to do is stand at Point A and wait for a "long" Springese to appear. A long Springese is simply the Springese with the most spring. The long path is illustrated here in red. Short paths are illustrated in blue. When you see a long one, make your way to Point B. Stand there until you see another long one. Once you do, hightail it as fast as you can to Point C. If you do this every time, you'll never be caught by a short Springese on your way up the final Ladder.

Conveyor Belt Finesse

The Conveyor Belt should become the easiest screen to master. If trapped by a Fireball, you can treat it like the Foxfires on the Ziggurat Pattern. They can be lured and jumped in the same fashion. The real trick to the Conveyor Belt is always counting the Fireballs when they come out of the Furnace.

When standing at Point A, you should wait until all of the Fireballs come out of the left-hand side of the Furnace. There will be three Fireballs on Level Three, four on Level Four, and five on Level Five. All future levels have the same five fireballs. This counting is essential to the success of your pattern. By getting them all out on the left-hand side, you rarely have to deal with them. If you do indeed have to deal with them, by all means make use of the Hammer.





Donkey Kong Grandstanding

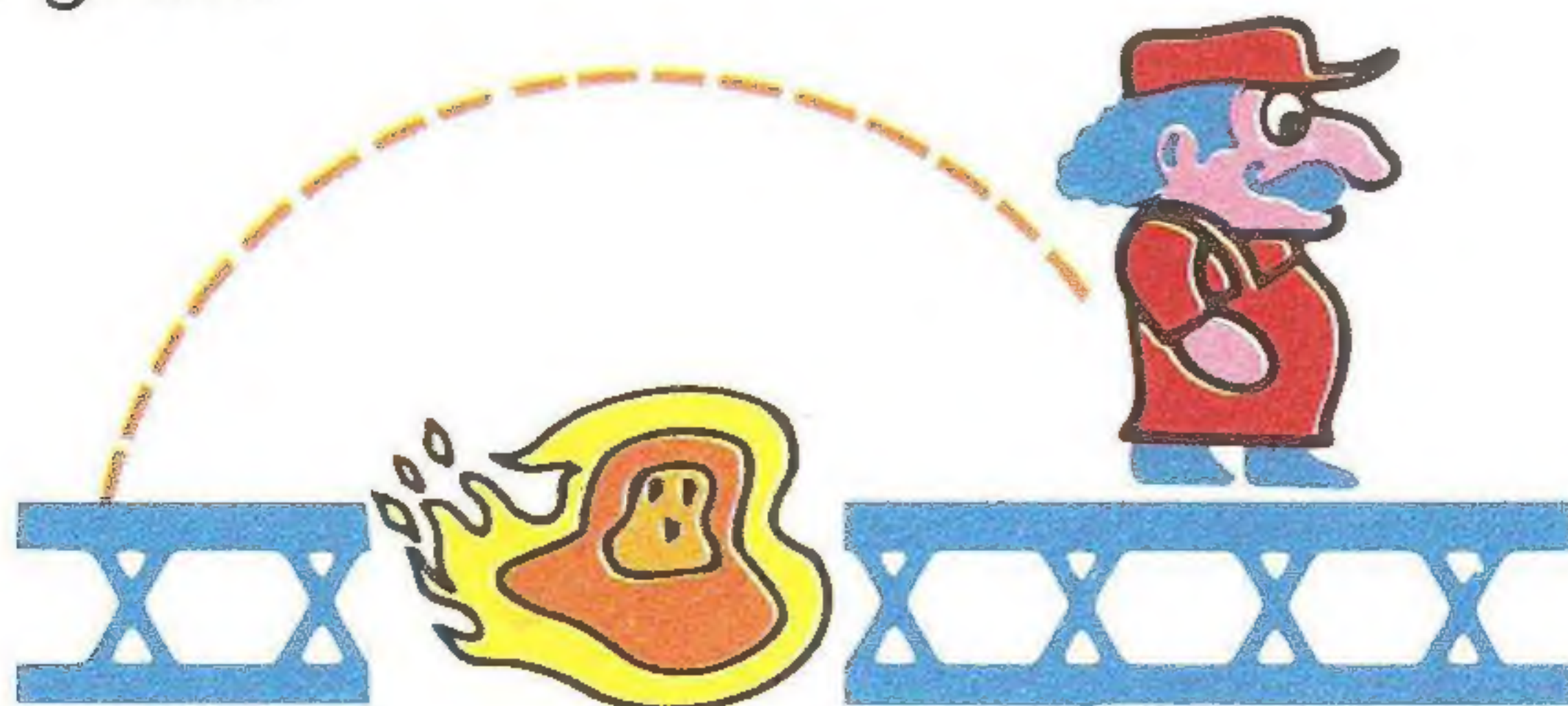
The superb animation of Donkey Kong serves as the perfect comic relief from the tensions of the game. Few people are aware of it, but Mario, the Brave Carpenter is capable of performing more complicated video athletics than running, climbing, and jumping. With a little practice (and a lot of laughs) you and Mario can perform such feats as the Back Jump, the Karate Kick, the Tail Buster, and more.

The Back Jump. Once mastered, this simple trick can serve as both a flashy sleight of Joystick, and an aid in collecting points. It goes like this: Mario faces away from the direction you want him to jump. You then slam the Joystick in the jump-direction a split second before hitting the Jump Button. Mario will fly backward, up and over the Barrel, Foxfire, or other enemy approaching from behind. This trick will work on any screen, but is especially useful for jumping Gaps in the Ziggurat screen.

The Karate Kick. This is by far the easiest trick to perform. By clearing the last Plug with a running broad jump, Mario will freeze in a Bruce Lee-style jump kick. This move is also useful for simultaneously jumping a Foxfire that may be guarding the last Plug.

you'll perform that painful-looking crowd pleaser, called the **Knee Drop**. Instead of landing in the air, Mario will fall knee-first on the girder.

The Tail Buster. The Tail Buster is a variation of the Back Jump and one of the more dramatic ways of clearing the last Plug on the Ziggurat screen. Make your running broad jump a hair before you would for a Knee Drop. Mario will land by the seat of his pants on the edge of the girder.



Icing the Fire. To accomplish this most difficult trick, Mario must be approaching a Plug (*not* the last one) at the same time that a Foxfire is approaching it from the other direction. Timing is essential here. Mario must make a running broad jump so that the Plug is removed when the Foxfire is *exactly* over it. Done correctly, the Foxfire will drop into the Gap and shiver and shake there, until the last Plug is removed or until he is hammered. Although this is a grandstander of a move, it is also a risky one. The Foxfire could reverse its direction when Mario jumps, frying Mario when he lands.

**YOU ARE THE HERO
WHO WILL RESCUE
THE BEAUTIFUL MAIDEN!
YOU ARE THE MASTER OF THE
THRILLS AND CHILLS THAT
TEST YOUR SKILLS—
WITH THE SUPER STRATEGIES
REVEALED IN THIS BOOK!**

No matter what level you play at now, you will add thousands of points to your score—right away!

All the tips and techniques have been tested and re-tested—so you can be sure they'll work for you!

**AND THE EXCLUSIVE FULL-COLOR
ILLUSTRATIONS AND STEP-BY-STEP TEXT
MAKE THIS THE EASIEST-TO-FOLLOW GUIDE
TO DONKEY KONG OF THEM ALL!**

Donkey Kong is a trademark of Nintendo of America, Inc. CONSUMER GUIDE® and PUBLICATIONS INTERNATIONAL LTD. are neither affiliated with nor have any contractual relationship with Nintendo of America, Inc. concerning publication of this book nor has Nintendo of America, Inc. authorized the publication of this book.



ISBN 0-671-45840-X